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L1	47	(handheld or portable or (hand adj held)) same text same (image or picture or photo or photograph) same (moving or sequential or video) same (edit or editing or edited)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:50
L2	9	(handheld or portable or (hand adj held)) same text same (image or picture or photo or photograph) same (moving or sequential or video) same (edit or editing or edited) same (consistent or "same" or similar or persistent) with (operation or design or structure or flow)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:52
L3	10	(handheld or portable or (hand adj held)) same text same (image or picture or photo or photograph) same (moving or sequential or video) same (edit or editing or edited or manipulate or manipulated or manipulating or customize or customized or customizing) same (consistent or "same" or similar or persistent) with (operation or design or structure or flow)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:52
L4	61	(handheld or portable or (hand adj held)) same text same (image or picture or photo or photograph) same (moving or sequential or video) same (edit or editing or edited or manipulate or manipulated or manipulating or customize or customized or customizing) and (consistent or "same" or similar or persistent) with (screen or display or operation or design or structure or flow)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 15:00
L6	13	(handheld or portable or (hand adj held)) same text same (image or picture or photo or photograph) same (moving or sequential or video) same (edit or editing or edited or manipulate or manipulated or manipulating or customize or customized or customizing) same (consistent or "same" or similar or persistent) with (screen or display or operation or design or structure or flow)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:54

L7	3	6 not 3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:53
L8	50	(handheld or portable or (hand adj held)) same text same (image or picture or photo or photograph) with (moving or sequential or video) same (edit or editing or edited or manipulate or manipulated or manipulating or customize or customized or customizing) and (consistent or "same" or similar or persistent) with (screen or display or operation)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:54
L9	40	8 not 6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:55
L10	37	9 and (media or multimedia)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:59
L11	14	9 and (media or multimedia) with (present or presentation or presenting or presented or display or displayed or displaying)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:56
L12	14	11 not 6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:57

L13	26	9 not 12	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:58
L14	35	9 and ((image with (capture or capturing or captured or grab or grabbing or grabbed)) or camera or scanner)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 14:59
L15	7	(handheld or portable or (hand adj held)) same ((image with (capture or capturing or captured or grab or grabbing or grabbed)) or camera or scanner) same text same (image or picture or photo or photograph) same (moving or sequential or video) same (edit or editing or edited or manipulate or manipulated or manipulating or customize or customized or customizing) and (consistent or "same" or similar or persistent) with (screen or display or operation or design or structure or flow)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/08/31 15:02

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1   Pen computing: a technology overview and a vision   ■
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Publisher: ACM Press
Full text available: 🗎 pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in
public as well as in the computer industry itself. The visible difference from other
technologies is in the use of a pen or pencil as the primary means of interaction between
a user and a machine, picking up the familiar pen and paper interface metaphor. From
this follows a set of consequences that will be analyzed and put into context with other
emerging technologies and visions.Starting with a short historic ...

2   Spatial augmented reality: a modern approach to augmented reality: Modern   ■
approaches to augmented reality
Oliver Bimber,. Ramesh Raskar
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: 🗎 pdf(48.93 MB)   Additional Information: full citation, abstract, references, index terms

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and
limitations. It will present examples of state-of-the-art display configurations, appropriate
real-time rendering techniques, details about hardware and software implementations,
and current areas of application. Specifically, it will describe techniques for optical
combination using single/multiple spatially aligned mirror-beam splitters, image sources,
transparent screens and optical holograms. Furthermore, ...

3 Course 17: Spatial augmented reality: merging real and virtual worlds: Modern   ■
approaches to augmented reality
Oliver Bimber, Ramesh Raskar
August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**
Publisher: ACM Press
Full text available: 🗎 pdf(46.17 MB)   Additional Information: full citation, abstract, references, index terms

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and
limitations. It will present examples of state-of-the-art display configurations, appropriate
real-time rendering techniques, details about hardware and software implementations,

and current areas of application. Specifically, it will describe techniques for optical combination using single/multiple spatially aligned mirror-beam splitters, image sources, transparent screens and optical holograms. Furthermo ...

4 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(14.01 MB)   Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

5 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB)   Additional Information: full citation

6 Applications 4: interactive multimedia systems: Pervasive views: area exploration and guidance using extended image media

Jiang Yu Zheng, Xiaolong Wang
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(12.06 MB)   Additional Information: full citation, abstract, references, index terms

This work achieves full registration of scenes in a large area and creates visual indexes for visualization in a digital city. We explore effective mapping, indexing, and display of scenes so that an area becomes "visible". Users can virtual navigate city on the Internet and achieve real guidance with a PDA. Extended images such as route panoramas, scene tunnels, panoramic views and spherical views are acquired in an urban area and associated with geospatial locations. A 3D LIDAR elevation map i ...

Keywords: GIS, image media, image streaming, navigation, pervasive computing, route panorama, scene tunnel, visual indexing

7 Compiler construction: an advanced course

F. L. Bauer, F. L. De Remer, M. Griffiths, U. Hill, J. J. Horning, C. H. A. Koster, W. M. McKeeman, P. C. Poole, W. M. Waite, G. Goos, J. Hartmanis
January 1974 Book

Publisher: Springer-Verlag New York, Inc.

Additional Information: full citation, abstract, references, cited by

The Advanced Course took place from March 4 to 15, 1974 and was organized by the Mathematical Institute of the Technical University of Munich and the Leibniz Computing Center of the Bavarian Academy of Sciences, in co-operation with the European Communities, sponsored by the Ministry for Research and Technology of the Federal Republic of Germany and by the European Research Office, London.

8 Realistic materials in computer graphics: Realistic materials in computer graphics

Hendrik P. A. Lensch, Michael Goesele, Yung-Yu Chuang, Tim Hawkins, Steve Marschner, Wojciech Matusik, Gero Mueller

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available: pdf(18.24 MB)   Additional Information: full citation, references

9 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB)   Additional Information: full citation, abstract

> This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

10 Input and interaction: A mixing board interface for graphics and visualization applications

Matthew Crider, Steven Bergner, Thomas N. Smyth, Torsten Möller, Melanie K. Tory, Arthur E. Kirkpatrick, Daniel Weiskopf

May 2007 **Proceedings of Graphics Interface 2007 GI '07**

Publisher: ACM Press

Full text available: pdf(7.46 MB)   Additional Information: full citation, abstract, references, index terms

> We use a haptically enhanced mixing board with a video projector as an interface to various data visualization tasks. We report results of an expert review with four participants, qualitatively evaluating the board for three different applications: dynamic queries (abstract task), parallel coordinates interface (multi-dimensional combinatorial search), and ExoVis (3D spatial navigation). Our investigation sought to determine the strengths of this physical input given its capability to facilit ...
>
> **Keywords**: ExoVis, TUI, dynamic queries, interface devices, mixing board, parallel coordinates, visualization, volume rendering

11 Smalltalk-80: the language and its implementation

Adele Goldberg, David Robson

January 1983 Book

Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available: pdf(33.56 MB)   Additional Information: full citation, abstract, cited by, index terms, review

> **From the Preface (See Front Matter for full Preface)**
>
> Advances in the design and production of computer hardware have brought many more people into direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as

possible. The Smalltalk-80 system is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

12 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available: pdf(9.17 MB)   Additional Information: full citation, references, citings, index terms

13 Interactive Editing Systems: Part I

Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available: pdf(3.08 MB)   Additional Information: full citation, citings, index terms

14 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1
Publisher: ACM Press
Full text available: pdf(7.97 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

15 Interaction techniques for handheld devices: Peephole displays: pen interaction on spatially aware handheld computers

Ka-Ping Yee
April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '03**
Publisher: ACM Press
Full text available: pdf(6.59 MB)   Additional Information: full citation, abstract, references, citings, index terms

The small size of handheld computers provides theconvenience of mobility at the expense of reduced screen space for display and interaction. Prior research has identified the value of spatially aware displays, in which a position-tracked display provides a window on a larger virtual workspace. This paper builds on that work by suggesting two-handed interaction techniques combining pen input with spatially aware displays. Enabling simultaneous navigation and manipulation yields the ability to cre ...

Keywords: 3-D drag-and-drop, mobile computing, personal information spaces, spatially aware displays, two-handed interaction

16 Final report of the GSPC state-of-the-art subcommittee

R. H. Ewald, R. Fryer
June 1978 **ACM SIGGRAPH Computer Graphics**, Volume 12 Issue 1-2

Publisher: ACM Press

Full text available: pdf(7.85 MB)   Additional Information: full citation, abstract

> This paper presents the final report of the ACM/SIGGRAPH Graphics Standards Planning Committee (GSPC) State-of-the-Art Subcommittee. This group's charter was to compare existing vector-oriented graphics packages to determine their similarities and differences. Eight graphics packages and the GSPC "Core System" were selected for review.

17 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB)   Additional Information: full citation, abstract, citings

> The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

18 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

> Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

19 Advanced interaction design: research papers: Splitting rules for graceful degradation of user interfaces

Murielle Florins, Francisco Montero Simarro, Jean Vanderdonckt, Benjamin Michotte

May 2006 **Proceedings of the working conference on Advanced visual interfaces AVI '06**

Publisher: ACM Press

Full text available: pdf(542.13 KB)   Additional Information: full citation, abstract, references, index terms

> This paper presents a series of new algorithms for paginating interaction spaces (i.e.; windows, dialog boxes, web pages...) based on a multi-layer specification in a user interface description language. We first describe how an interaction space can be split using information from the presentation layer (Concrete User Interface). We then demonstrate how information from higher levels of abstraction (Abstract User Interface, Task model) can be used to produce a pagination that is more meaningful ...
>
> **Keywords**: design, graceful degradation, multiplatform systems, pagination, splitting rules

20 The HoloSketch VR sketching system

Michael F. Deering

May 1996 **Communications of the ACM**, Volume 39 Issue 5
Publisher: ACM Press
Full text available: pdf(500.25 KB) Additional Information: full citation, references, citings, index terms

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